

Gábor Melis

Curriculum Vitæ

PROFESSIONAL EXPERIENCE

- 2010 –
- Consultant, FRANZ Inc.
Lisp Implementation
- 2006 – 2009
- R&D Engineer, RAVENPACK Ltd., Marbella
Applied Artificial Intelligence
- Researching relationship between news and the stock market. Sentiment analysis of news. Filtering out redundant information from text. Breeding time series approximators using genetic programming. Named Entity Recognition for company names. Development and maintainance of Common Lisp programs.
- 2000 – 2005
- Senior Software Engineer, ESSNET KFT, Budapest
Gaming Services
- Designed and implemented programmable simulator for a proprietary network protocol. Designed and implemented a configuration management solution to support component based development. Member of the Terminal Design and Configuration Management groups overseeing design, architecture and controlling development. Member of the Terminal Research and Development group conducting studies, evaluating technologies and tools.
- 1998 – 2000
- Software Engineer, ESSNET KFT, Budapest
Gaming Services
- As designer/programmer/sysadmin in the E6 project helped create the next generation lottery terminal in Java on Linux. Worked with CORBA, Java and UML modeling while implementing an internet solution for the existing lottery system. Server side programming on VMS in C and SQL.
- 1998
- Programmer, FREESOFT KFT, Budapest
Accounting System
- Reimplemented the Ingres report generator in C++ as part of the migration process to Oracle.
- 1996 – 1997
- Consultant, IQSOFT KFT, Budapest
Desktop Software
- Various projects in C++, SQL such as Veto, the information system for veterinary surgeons.

Born in Budapest, Hungary May 23, 1974
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KEY SKILLS

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| Machine Learning | SQL |
| Common Lisp | Java |
| Linux | UNIX |
| C | C++ |

EDUCATION

- 1995 - 1997 SOFTWARE ARCHITECT – MATHEMATICIAN
MSc, ELTE, Budapest
Major: Artificial Intelligence
Thesis on Adaptive Neural Networks and Fuzzy Logic
- 1992 - 1995 PROGRAMMER – MATHEMATICIAN
BSc, ELTE, Budapest

LANGUAGES

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| HUNGARIAN | mother tongue |
| ENGLISH | fluent |
| SPANISH | intermediate |

INTERESTS

On a quite different track, I am also responsible for *Six*, a Hex playing program for KDE that won the gold medal at the 2003, 2004 and 2006 Computer Games Olympiad. Naturally attracted to A.I. related fields I studied and prototyped online recommender systems, trust networks. Participated in the Netflix Prize, came 11th out of 700 in the first Google AI Contest and *won* the second.

I am the author of various open-source libraries including SVD, LSA, Boltzmann Machine implementations and a libsvm wrapper (see quotenil.com for a more complete list). I am an SBCL developer, mainly working on signal handling, threads, timers with small excursions to constraint propagation, weak hash tables and optimizing x86/x86-64 calling convention.